

## **Background: Mausoleum of Halicarnassus**

Some background information:

Another of the 7 Ancient Wonders of the World was the Mausoleum of Halicarnassus. It was a massive tomb, built in the city of Halicarnassus, in Asia Minor.

A man named Hecatomnus of Mylasa died in 377 B.C. He left control of his kingdom to his son, Mausolus. This king was even more successful than his father at conquering territory; at the height of his powers, Mausolus and his queen, Artemisia, controlled most of southwest Asia Minor.

In 353 B.C., Mausolus died. Artemisia decided to build, in honour of her husband, a tomb larger than any that had ever been built. She sent word to Greece that she would pay any price to have the best architects in the world help build this tomb. One of the men who worked on the tomb was Scopas, who had had a hand in building the Temple to Artemis at Ephesus, another of the 7 Ancient Wonders.

The result was huge and unlike anything ever seen before. Stone lions guarded the stairway up to the tomb. The building itself was 140 feet high. The bottom third was solid marble. The middle third contained Greek columns. The top third was a pyramid. On the very top was a large stone sculpture showing Mausolus and Artemisia standing side by side in a chariot. The whole thing took many years to build.



Artemisia died two years after her husband did, when the tomb was still being built. The builders stayed on to finish the job.

A series of earthquakes during the Middle Ages shattered much of the Mausoleum, and the people who lived in and around Halicarnassus eventually took much of the rest of the tomb to use in their own buildings.

Other links:

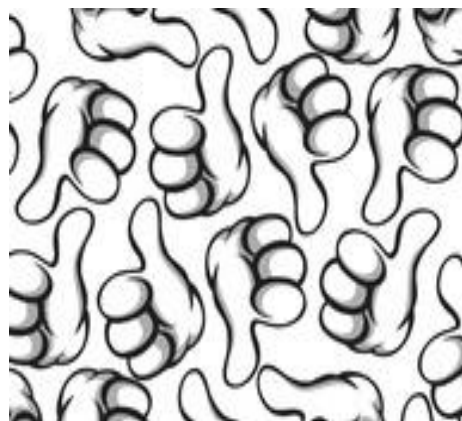
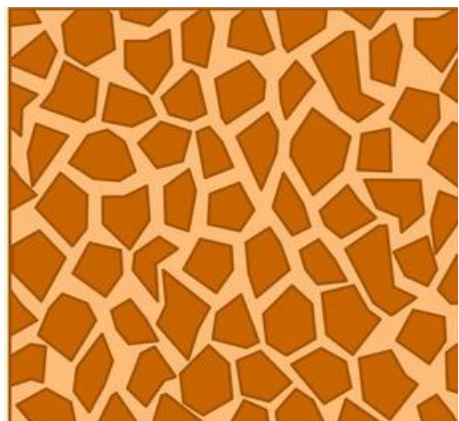
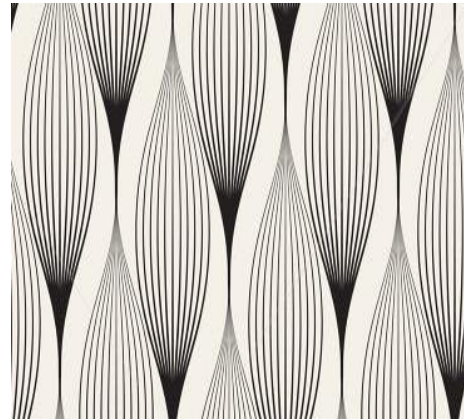
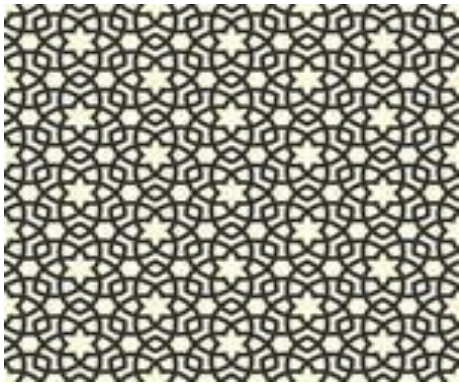
<http://7wonders.mrdonn.org/mausoleum.html>

<http://www.socialstudiesforkids.com/articles/worldhistory/mausoleum.htm>

**Wide  
Game:**

## Match the Pattern





<b>Activity:</b>	<b>Map Drawing</b>
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**Worksheet idea for map drawing:**

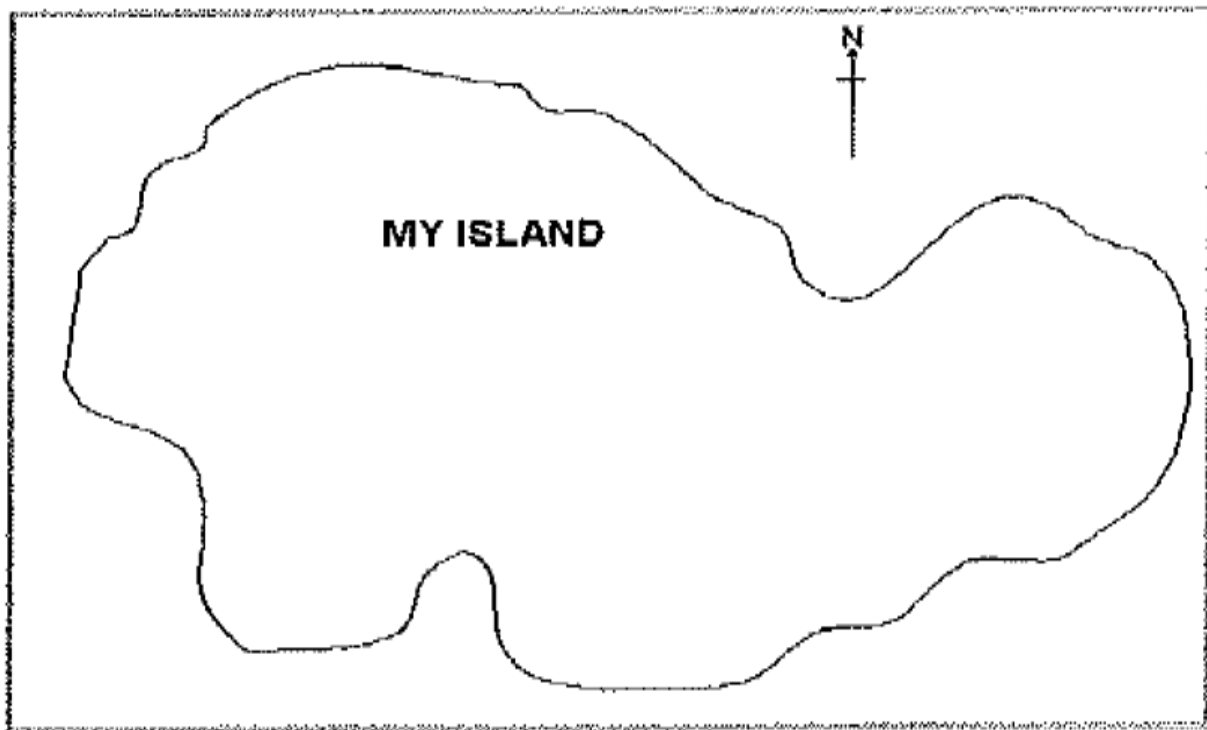
Original worksheet: <http://www.shurdington.org/Downloads/IslandMaps.pdf>

**ISLAND MAPS – AN INSTRUCTIVE GAME**

Use A4 sheet landscape.

Complete all instructions below.

Draw on the sheet an ISLAND to fill most of the page (an example below).



1. Draw a compass with 8 points in the top right corner of the map as above.
2. In the centre of the island draw a LAKE.
3. From the lake draw a RIVER running south to the sea.
4. Where it meets the sea draw a CHURCH with a TOWER on the east bank.
5. On the far east of the island draw A FOREST.
6. South of the forest draw a WINDMILL.
7. At the northeast point of the island draw a LIGHTHOUSE.
8. West of to the lighthouse draw a HELIPORT.
9. From the lighthouse draw an 'A' ROAD to finish at the church.
10. At the west side of the island draw a CHURCH WITH NO TOWER next to a SCHOOL.

11. From that church draw a FOOTPATH to the lighthouse, along the coast.
12. From the school draw a 'B' ROAD to the church with the tower, crossing the river by a BRIDGE.
13. Connect the windmill to the A road with 'B' ROAD.
14. On the southwest side draw a tree.
15. On the west side, slightly inland and next to the lake, draw a CAMPSITE.
16. To the north of the campsite draw a big X